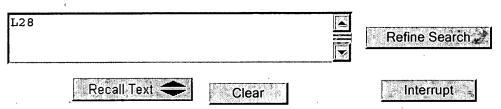
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side			set	
DB	=USPT; PLUR=YES; OP=ADJ			
<u>L1</u>	((mov\$5 or mov\$3) near3 (object or body)) same (static or stationar\$3) same exist\$5	336	<u>L1</u>	
DB=PGPB, $USPT$, $PLUR=YES$; $OP=ADJ$				
<u>L2</u>	((mov\$5 or mov\$3) near3 (object or body)) same (static or stationar\$3) same exist\$5 same imag\$3	167	<u>L2</u>	
<u>L3</u>	L2 same inhibit\$4	. 1	<u>L3</u>	
<u>L4</u>	L2 same (collat\$4 or compar\$6)	22	<u>L4</u>	
<u>L5</u>	L4 same (minitor\$3 or track\$4)	1	<u>L5</u>	
<u>L6</u>	L4 same (area or region)	11	<u>L6</u>	
<u>L7</u>	L6 same (time or sequen\$5)	5	<u>L7</u>	
<u>L8</u>	(monito\$3 or screen\$3) same mov\$3 same (static or stationary) same difference	275	<u>L8</u>	
<u>L9</u>	(monitor\$3 or screen\$3) same mov\$3 same (static or stationary) same difference same imag\$3	106	<u>L9</u>	

<u>L10</u>	L9 same (gate or border or door or entrance)	8	<u>L10</u>
<u>L11</u>	(monitor\$3 or screen\$3) same mov\$6 near2 (body or (object or human or person or animal)) same (static or stationary or background) same difference same (frame or imag\$3)	115	<u>L11</u>
<u>L12</u>	L11 same (window or region or area)	63	<u>L12</u>
<u>L13</u>	L12 same monitor\$4	42	<u>L13</u>
<u>L14</u>	((prevent\$4 or forbid\$4 or restrict\$4 or disallow\$3 or inhibit\$4) near3 (area\$2 or region\$2))same ((allow\$4 or permit\$4 or permiss\$5) near3 (area\$2 or region\$2)) same ((motion or mov\$5) near3 (object\$2 or body or person or vehicle or automobile)) same (stationary or static or background)	4	<u>L14</u>
<u>L15</u>	((prevent\$4 or forbid\$4 or restrict\$4 or disallow\$3 or inhibit\$4) near3 (area\$2 or region\$2))same ((allow\$4 or permit\$4 or permiss\$5) near3 (area\$2 or region\$2)) same (motion or mov\$5) same (stationary or static or background)	12	<u>L15</u>
<u>L16</u>	(((allow\$4 or permit\$4 or permiss\$5) near3 (area\$2 or region\$2)) near110 (motion or mov\$5)) same (stationary or static or background)	325	<u>L16</u>
<u>L17</u>	L16 same monitor\$3	7	<u>L17</u>
<u>L18</u>	notif\$6 same (moving near2 body) same image\$1 same monitor\$3	1	<u>L18</u>
<u>L19</u>	L16 same (set\$4 near5 (area\$2 or region\$2))	5	<u>L19</u>
<u>L20</u>	(detect\$4 near5 (movement or motion or mov\$3)) same (static or stationary or background) same imag\$3 same (area or region)	1032	<u>L20</u>
<u>L21</u>	L20 same notif\$6	2	<u>L21</u>
<u>L22</u>	L20 same (breakin\$2 or thief or theft)	3	<u>L22</u>
<u>L23</u>	(background near5 (area or region)) same (motion or moving or movement) same intruder	5	<u>L23</u>
<u>L24</u>	(background near10 image) same (collat\$4 or match\$3 or difference) same (motion or movement or mov\$3) same (area\$2 or region\$2)	503	<u>L24</u>
<u>L25</u>	L24 same ((current or present) near3 image)	71	<u>L25</u>
<u>L26</u>	125 same ((allow\$4 or permit\$4 or permiss\$5 or disallow\$5 or inhibit\$5 or forbid\$5 or unallow\$4) near6 (area\$2 or region\$2))	0	<u>L26</u>
<u>L27</u>	125 same (monitor\$3 or screen\$3 or track\$4)	25	<u>L27</u>
L28	("6483429") PN	1	1.28

END OF SEARCH HISTORY